SUMMER '96
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SONIC
HOLIDAY SPECIAL

3 SUPER SPEEDY STORIES!

HOW TO DRAW SONIC

SONIC INTERVIEW

PIN-UPS & MORE!

PLUS

WATCH OUT FOR SEGAWORLD!

WIN A SEGA SATURN!

9 771362 280003 01

HIGH SPEED THRILLS ALL THE WAY!

A WELCOME WAVE!

Hi, there! All you need for a perfect Summer is sun, sea, and this Sonic Holiday Special! While school is out, Sega's King of Spikes is all powered-up to keep you entertained in style.

Joined by other familiar Mobian figures, there are sizzling new Sonic stories, a scintillating Sega Saturn competition, scorching Segaworld news - and that's just for starters!

This Special is guaranteed to out shine all others (even the one showcasing that red, dreaded, Echidna!). So, for all you Sonic seekers out there, remember, *"Stay true, blue, and cool"*!

Sonic Appreciation Society
Editor: Audrey Wong
Designer: Gary Knight
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sonic holiday special

ATTENTION!

SONIC WANT'S TO HEAR FROM ALL OF YOU! WRITE IN, SAY HELLO, AND TELL HIM WHAT YOU LIKED (OR DISLIKED), ABOUT THIS SONIC HOLIDAY SPECIAL. SEND YOUR LETTERS TO:-

Sonic Holiday Special
25-31 Tavistock Place
London WCIH 9SU

Or you can send your e-mail messages to:-

sonic@egmont.co.uk

Break Out!

Part 1

Script: NIGEL KITCHING
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PLANET MOBIUS. METROPOLIS ZONE HIGH SECURITY PRISON.

A FAMILIAR FIGURE AWAITS ... READY TO STRIKE ...

THIS IS THE PLACE ROBOTNIK KEEPS HIS 'POLITICAL PRISONERS'... BEFORE THEY ARE TURNED INTO BADNIKS!

BEHIND THE MASSIVE PRISON WALL...

HEY, HOW DID YOU GET OUT OF YOUR CELLS?

SKRAAAK!

IT'S OKAY, RUSTY NUT, THEY'RE WITH ME!

BADNIK DEMOLISHED...

OKAY GUYS, WE'RE HERE...

BUT SONIC, WHAT'S THE POINT IN BREAKING US OUT OF OUR CELLS? WE *STILL* CAN'T GET OVER THE WALL!

YOU THINK I HAVEN'T *THOUGHT* OF THAT?

THEY DON'T KNOW YOU VERY WELL, DO THEY, SONIC?

I'LL CARRY YOU ALL ACROSS THIS WALL IN NO TIME!

TAILS!

HURRY UP, OLD BUDDY... BEFORE SOMEBODY RAISES THE *ALARM!*

EVERY LAST ONE OF THE EMERALD HILL FOLK ARE NOW SAVED!

MEANWHILE, IN THE MONITOR ROOM IN CITADEL ROBOTNIK.

WHERE IS THAT STINKING HEDGEHOG? I HAVE HUNDREDS OF SPY CAMERAS ON MOBIUS, ONE OF THEM MUST HAVE PICKED UP A SIGHTING OF HIM!

AND WHERE HAVE THOSE UNGRATEFUL EMERALD HILL ZONE FOLK GONE? ONE DAY I'LL FIND THEM, THEN...

MASTER?

GRIMER? WAIT THERE, YOU SNIVELLING FOOL, I'LL BE RIGHT DOWN!

OH NO... I THINK DOCTOR ROBOTNIK'S IN ONE OF HIS MOODS...

THIS IS YOUR FAULT, GRIMER... YOU WERE SUPPOSED TO FIND SONIC!

YOU NEED A GOOD STRANGLE TO MAKE YOU WORK BETTER!

GURK...

NO, MASTER... URK... THAT'S WHAT I'VE COME TO TELL YOU, WE'VE FOUND... URK... SONIC...

WELL, WHY DIDN'T YOU SAY SO, DEAR BOY?

WILL... YOU PLEASE... STOP CHOKING ME... NOW?...

ON YOUR FEET GRIMER, WE HAVE WORK TO DO!

I... I'M JUST COMING, MASTER...

THERE YOU ARE, MY BEAUTY!

YOU WON'T ESCAPE ME THIS TIME, SONIC!

HAHAHAHAHA!

ON THE EDGE OF METROPOLIS CITY, SONIC IS PREPARING TO GET THE LAST OF THE EMERALD HILL FOLK TO SAFETY.

OKAY, THE STAR POST IS ALMOST CHARGED UP...

THIS WILL TRANSPORT YOU ALL TO THE SAFETY OF THE FLOATING ISLAND... WHERE THE REST OF THE EMERALD HILL FOLK ARE!

FZZZKK!

OKAY GUYS, JUST WALK UP AND JUMP INTO THE ENERGY FIELD!

I THOUGHT ROBOTNIK HAD DESTROYED ALL THESE THINGS!

ALL EXCEPT THIS ONE, PAL! WE CARRY IT ROUND WITH US IN THIS CARAVAN!

IT'S ABOUT THE ONLY WAY YOU CAN GET TO THE FLOATING ISLAND NOWADAYS.

THUMM!

WHAT ON MOBIUS WAS THAT?

SHOW YOURSELF, SONIC, YOU **COWARD!** I KNOW YOU'RE HERE **SOMEWHERE!**

COME OUT AND BE DESTROYED!

CRRKK!

END OF PART ONE

FREEDOM FIGHTER

FACT FILES

Official name: Miles 'Tails' Prower.

Characteristics: Growing more confident, courageous, and clever with age, Tails still looks up to, and models himself on Mobius' heroic hedgehog.

Combat skills: With a quick twirl of his two tails, it's up, up and away for the flying fox! This handy technique has enabled Tails to air-lift Sonic out of some really tight spots.

Having already defeated a number of Mobian villains single-handedly, Tails has made a name for himself as a respected, underground hero. It's a far cry from his younger days, as a 'pixel-brained' little cub! If only the others knew the truth ...

TAILS

Along with Sonic the Hedgehog; Tails, Amy, Johnny, and Porker, have battled to save planet Mobius from the evil doing's, and dirty dealings, of Doctor Robotnik. Using their combined talents, they've scrambled bad eggs, and made mince-meat of the opposition!

AMY

Official name:	Amy Rose
Characteristics:	Smart, confident and full of attitude. She has a wicked sense of humour, and loves winding Sonic up!
Combat skills:	An accomplished archer, her specialist weapon is the crossbow. By far, the sharpest shooting gal on Mobius!

Amy 'accidentally' became involved with the Freedom Fighters, by claiming to be Sonic's girlfriend! She has since proved her worth as a team member and her fighting abilities have often saved the day; although Sonic's too cool to admit it!

JOHNNY

Official name: Johnny Lightfoot.

Characteristics: Thoughtful, calm, easy-going, and general nice guy.

Combat skills: Rises to the occasion when giving Badniks some stick! He uses his staff with skill and precision.

Preferring to stay out of the limelight, Johnny leaves the tough talking to the others. He'll give credit where it's due, and has sprung to Amy's defence when Sonic is making a mockery of her. If the truth be known, Johnny has more than a secret admiration for Miss Rose, and ideally, wishes she was *his* girlfriend ...

PORKER

Official name:	Porker Lewis.
Characteristics:	Nervous, cowardly, clumsy, but with a heart of gold.
Combat skills:	Not surprisingly, he has been known to hide in times of crisis! A thinker, rather than a fighter, he uses his technical know-how, to out-wit the opposition.

Currently out of action, Porker's encounter with the Brotherhood of Metallix, caused him to suffer a nervous breakdown. He has since moved to the Mushroom Hill Zone's Floating Island, where he is making a slow recovery. Whether he re-joins the Freedom Fighters, remains to be seen.

SONIC SPEAKS OUT!

RARE & RACEY INTERVIEW

Hi, I'm Microdroid! Hot-wired hardware, here for you! Thanks to the generosity of the Public Relations Agency of Mobius, I've been granted a rare interview, with the lightning-like, Sonic the Hedgehog.

Microdroid: First and foremost, I'd like to thank you for allowing me this interview.

Sonic: Get on with it, I can't hang around!

Microdroid: Very well. Let me start by quoting some of your acquaintances. Tails, *"I wish I could be as cool as Sonic"*. Are you flattered?

Sonic: Well, I was born to be cool! Tails still has a lot to learn. He looks up to me, but then, who doesn't?

Microdroid: You're a bit cruel to him at times, aren't you?

Sonic: Nonsense! It's just an innocent bit of teasing, that's all!

Microdroid: Knuckles, refers to you as, *"That big-headed blue jogger"*

Sonic: Big-headed? Surely he means big-hearted? Now, there's an Echidna with a problem! He's got power, but he doesn't have my dash and panache! I've tried giving him tips on how to be hip, but he's too arrogant to learn!

Microdroid: Moving on, here's a rather passionate statement from Amy, *"He's a sweetie, but too cool to admit he loves me!"*

Sonic: The poor girl, she's living in a Fantasy Zone!

Microdroid: Is there any room for romance, in the world of Sonic the Hedgehog?

Sonic: Is that an offer?

Microdroid: I was referring to you and Amy!

Sonic: Look, when you're forever battling against Robotnik and his tin-pot Badniks, you have to play 'hard to get' to stay alive.

Microdroid: But honestly -

Sonic: Next question!

Microdroid: Shortfuse the Cybernik, *"For someone who doesn't wear body armour, I guess he must be fairly brave."*

Sonic: Only "fairly" brave? Shortfuse must be tough being stuck in that metal suit. It must smell worse than Robotnik's laundry!

Microdroid: I have one more quote, *"Cooler than an iceberg with shades."*

Sonic: I can't disagree with that! One of my quotes, isn't it? Definitely the most sensible thing you've said so far!

Microdroid: You weren't always so cool, were you? Take us back to the beginning, and tell your new fans about your origin.

Sonic: (Yawn!) It's been said before, that whilst digging through a hill, as an inquisitive young brown hedgehog, I discovered Doctor Ovi Kintobor's laboratory. Kintobor was working on a device called the Retro-Orbital Chaos Compressor at the time.

Microdroid: Ah, yes, a machine that could absorb all the evil in the Green Hill Zone ...

Sonic: So you can read too, chrome chops! Anyway, Kintobor gave me my power sneakers and had me racing supersonic speeds on an experimental treadmill. It was passing the speed barrier that caused me to change into the neat, blue, dude, you see in front of you. Next question?

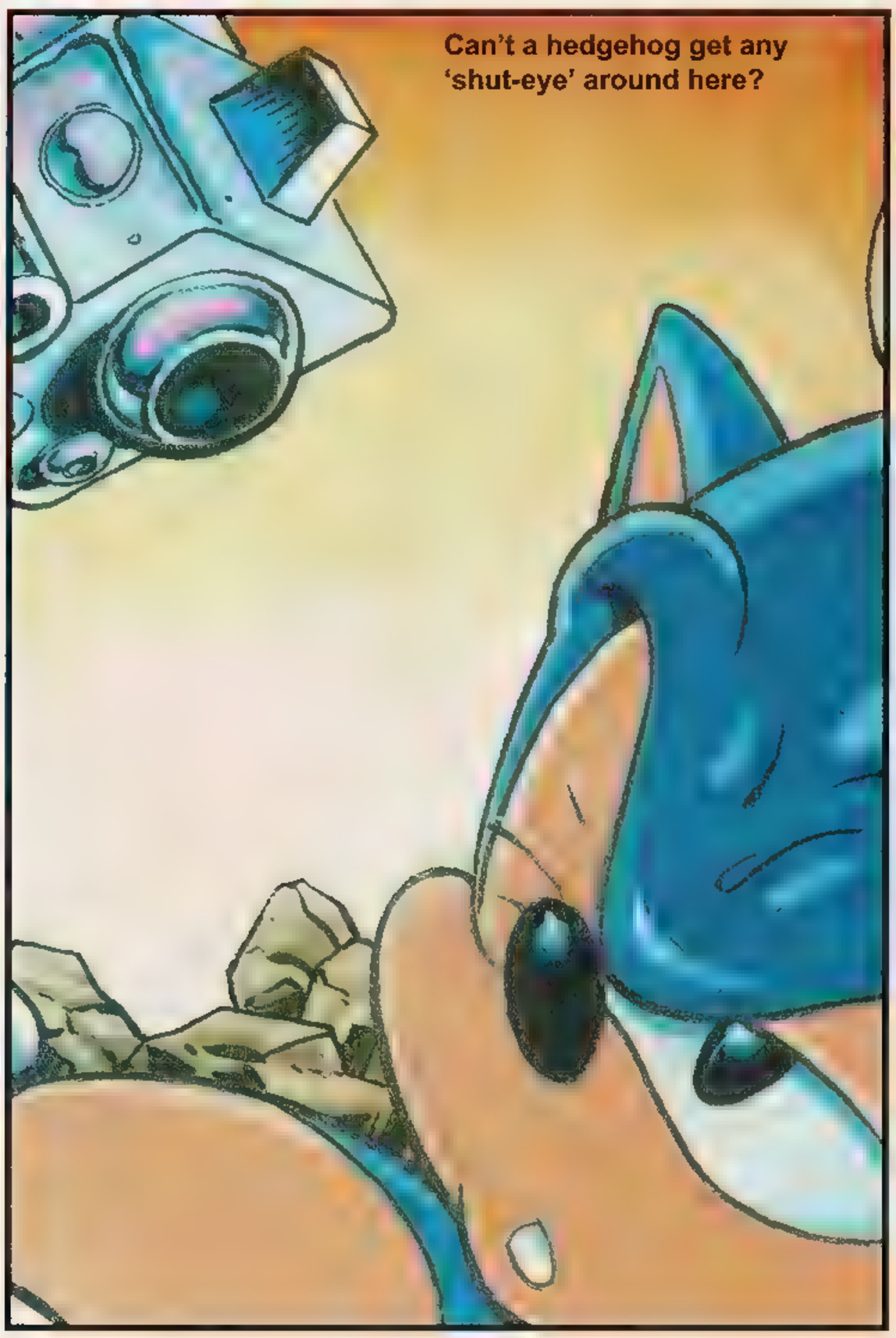
Microdroid: I've got some more fan mail here, for you to answer ...

Sonic: Sure, fire away!

Microdroid: Do you have any faults?

Sonic: Only one - I'm far too modest!

Microdroid: Do you ever have time to eat or sleep?



Sonic: I eat as fast as I can run! I have a soft spot for healthy food like chilli dogs and gumballs, but that's no big deal. I do sleep sometimes, but always with one eye open, just in case of surprise Badnik attacks!

Microdroid: We robots don't need sleep at all, you know ...

Sonic: Is that so? Well, you don't need a slap round the metal head either, but you can have one if you like!

Microdroid: Er, no, that won't be necessary! Moving on, if you could have one wish, what would it be?

Sonic: That I remain the ever brilliant, blue speedster, I am today!

Microdroid: Will you ever defeat Doctor Robotnik, once and for all?

Sonic: I've always beaten him, but only by a stroke of luck. He is a genius, and one day soon, he could just come up with the invention to finally defeat me.

Microdroid: Do I detect a shred of fear in your voice, Sonic? That doesn't sound like you ...

KEER-RASSSHHH!

Sonic 2: That's because he's not me, metal head!

Microdroid: Reporting live at the scene, there appears to be some confusion ... A *second* Sonic has just crashed into the interview room. They must be battling for the honour of being interviewed, by me!

(Real) Sonic: Dream on, motor mouth! There's only one Sonic the Hedgehog, and that's me! This fraudster you've been questioning, is really one of Doctor Robotnik's robots!

Microdroid: Oo-er! The real Sonic is now trashing the Sonic droid to a pulp. Wires and cogs are flying everywhere!

(Real) Sonic: You should have known the Public Relations Agency of Mobius is a front for that egg-brained meddler, Doctor Robotnik! How could you have mistaken this impostor for me? He's not even the right shade of blue!

Microdroid: My humble apologies, Sonic ... Er, now that you're *really* here, any chance of an interview?

(Real) Sonic: I doubt your circuits are up to the task! I'm a fast talking, ever moving, super hero. Follow this if you can, *"Icanspeakreallyfastwhenlwantto andIreckonyoucantkeepupamIright?"*

WARNING! WARNING! CAN NOT RECORD ALL DATA!

Microdroid: I didn't understand a word of that! Slow down, I'm having problems saving this ...

(Real) Sonic: *"Idonthavethetimetositdownforthepressl'mfartoobusy makingheheadlineswithmyadventuressokeepoutof thewaywhilelgetonwiththissuperherobusiness ... "*

WARNING! CIRCUIT OVERLOAD!

UNABLE TO RECORD AT THIS SPEED!

EMERGENCY SHUT DOWN! EMERGENCY SHUT DOWN!

NOTE TO READERS:

This is all the information we could salvage from our robo-journo, Microdroid. He is currently recuperating and being upgraded, although it is unlikely he will ever be trusted with another high profile project, like this again!

THERE YOU ARE, SONIC! YOU CAN'T HIDE FROM ME, YOU SNIVELLING LITTLE WRETCH!

UH-OH, ROBOTNIK'S SPOTTED US!

TAILS, GET THE EMERALD HILL GUYS OUT OF SIGHT!

WILL DO, SONIC!

QUICKLY, IN HERE!

I SURE HOPE ROBOTNIK HASN'T NOTICED THE CARAVAN, OTHERWISE HE'LL DISCOVER THAT SONIC TRAVELS ROUND MOBIUS DISGUISED AS BOB BEAKY AND HIS TRAVELLING CIRCUS!

STAY BACK, TAILS... ROBOTNIK IS MINE!

Break Out!

Part 2

CAREFUL, SONIC, THAT MEAN MACHINE LOOKS TOUGH!

NO SWEAT, TAILS ... THIS TIN CAN ISN'T GOING TO GIVE ME ANY TROUBLE AT ALL!

WHOA!

OVER CONFIDENT BLUE BUFFOON! NOW YOU WILL PAY FOR ALL THE HUMILIATIONS ... ALL THE TIMES YOU RUINED MY PLANS!

WELL, SINCE YOU SEEM TO HAVE REALLY GOT ME THIS TIME, MIND EXPLAINING HOW YOU TRACKED ME HERE?

WHY NOT? IT MAKES NO DIFFERENCE ... IN SECONDS YOU WILL BE DESTROYED!

I'VE GOT TO HELP SONIC! I'M HIS ONLY CHANCE!

DIE, SONIC!

NO!

SHRAKK!

SONIC ... SONIC, CAN YOU HEAR ME? IT'S NO GOOD... NOTHING COULD SURVIVE THAT...

STAND BACK, YOU FOOL!

SUPER SONIC IS BACK!

OH NO, SONIC IS TOTALLY OUT OF CONTROL... HE MIGHT DO ANYTHING!*

* IN TIMES OF GREAT STRESS, SONIC SOMETIMES TURNS INTO SUPER SONIC, NOBODY IS REALLY SURE HOW.

WHAT TH-?

SHRAKKK

WHERE DID THE SPIKE-BALL GO? I CAN'T SEE HIM!

LOOK BEHIND YOU, WALRUS FACE!

OH, NO...

KER-AASH!

AGGGH!

THAT HURT!

SHA-BOOOM!

WHERE DID THAT FAT FOOL GO?

COME OUT, ROBOTNIK ... I WANT TO INCINERATE YOU!

WHAT'S GOING ON?

AH, WHAT HAVE WE HERE?

SINCE ROBOTNIK SEEMS TO HAVE ESCAPED, I THINK I'LL DESTROY YOU!

SONIC, THE EMERALD HILL FOLK ARE OUR FRIENDS!

NO!

SHOOOM!

WHAT HAPPENED?

IT... IT WASN'T SONIC'S FAULT... HE'S TOTALLY OUT OF CONTROL WHEN HE'S SUPER!

OOOH... WH-WHERE AM I?

YOU'VE REALLY DONE IT THIS TIME, SONIC!

WHAT ARE YOU TALKING ABOUT... I CAN'T REMEMBER WHAT HAPPENED... DID I TURN SUPER SONIC AGAIN?

IT WAS BAD THIS TIME... YOU... YOU'VE KILLED ONE OF THE EMERALD HILL FOLK!

WHICH ONE? TELL ME WHICH ONE IT WAS... QUICKLY!

IT... IT WAS THE PIG. BUT WHAT DIFFERENCE DOES...

OH, THAT'S ALL RIGHT THEN... I WAS WORRIED THERE FOR A MINUTE!

SONIC, YOU'VE KILLED AN INNOCENT BYSTANDER!

LISTEN, PIXEL-BRAIN. JUST BEFORE I TURNED SUPER, ROBOTNIK TOLD ME HOW HE MANAGED TO FIND US!

THE PIG WAS CARRYING A HOMING DEVICE... LOOK, IT'S EASIER IF I JUST SHOW YOU!

THE PIG WAS A BADNIK IN DISGUISE!

RIGHT! ROBOTNIK REPLACED ONE OF THE PRISONERS WITH A BADNIK! I MUST HAVE REMEMBERED THAT EVEN WHEN I TURNED SUPER!

SONIC, IF WE HAD TRANSPORTED EVERYONE TO THE FLOATING ISLAND, ROBOTNIK WOULD HAVE FOUND OUT WHERE THE REST OF THE EMERALD HILL FOLK ARE HIDING!

BUDDY, I DON'T EVEN LIKE TO THINK ABOUT IT!

NOW THAT MISSION IS ACCOMPLISHED, WE'RE OUT OF HERE!

THE END

TIME TO MAKE TRACKS

MicroMachines
TURBO TOURNAMENT
96

In Micro Machines '96 we've jam packed an amazing 65 manic courses into the wildest and weirdest regions of the Micro Machines house.

And it's on the 1-Gen so a bedroom busting eight players can dice it up on the craziest turbo tournaments yet!

Including
CONSTRUCTION KIT

For even more madness use the all new Construction Kit to set up custom courses and save 'em with the battery back up.

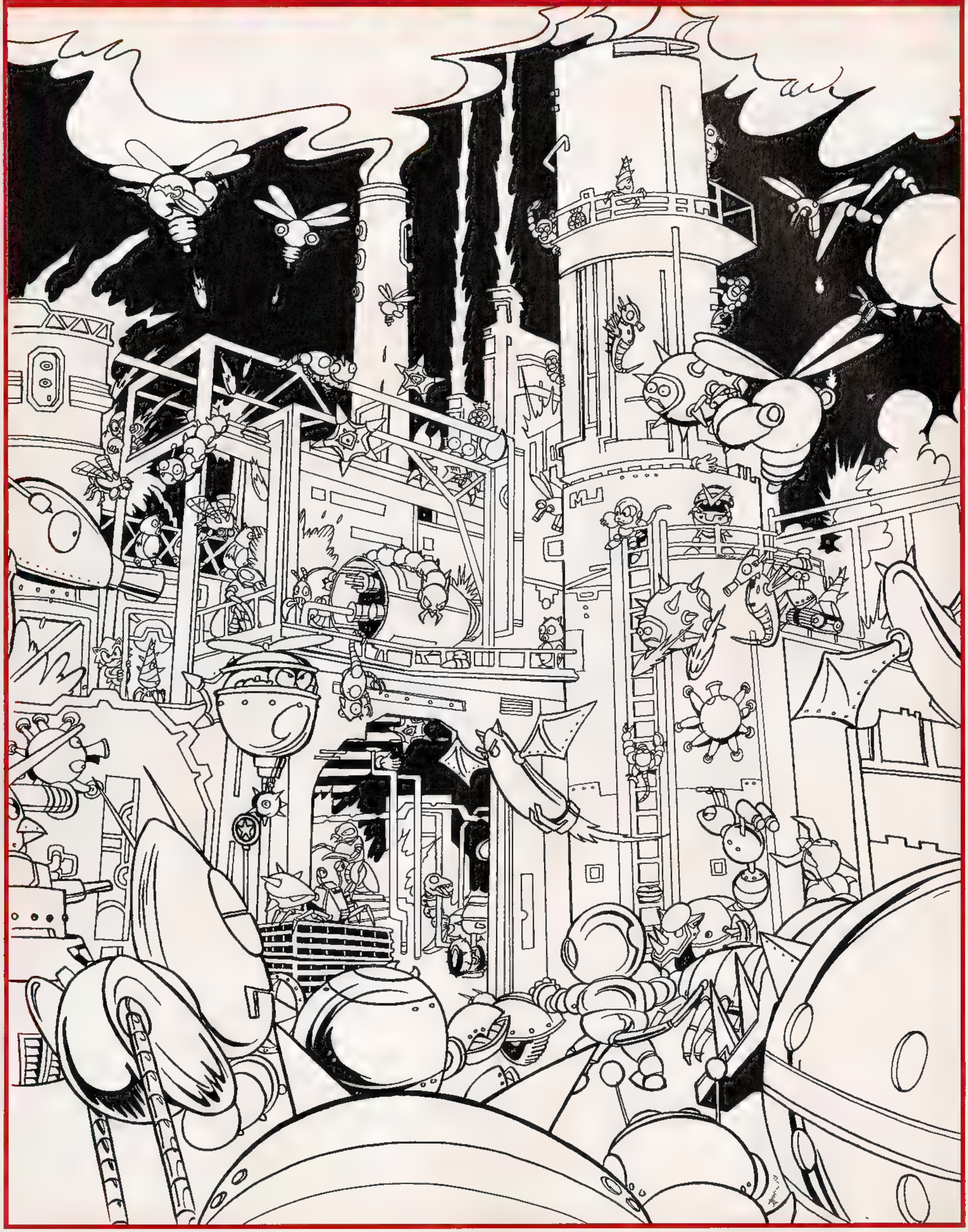
Micro Machines '96 is guaranteed to stop you in your tracks. And that's a racing certainty.

MEGA DRIVE

J-CART
JOYPAD CARTRIDGE

Codemasters

MOBIUS' MISSION IMPOSSIBLE!



HERE'S WHAT TO DO!

Stage One

The items shown below are somewhere in the Chemical Plant Zone on the opposite page. There are ten items to be found in all, each worth one point.

Stage Two

Find as many Badniks are you can. Score a point for every one you spot, and remember, some Badniks appear more than once. Extra points can be gained if you can name the Badniks, too. Get spotting!

HIDDEN OBJECTS

SONIC

2 SONIC GLOVES

1 STAR POST

2 POWER SNEAKERS

2 CHILLI DOGS

2 BAGS OF GUMBALLS

SPOT SCORING:

OVER 73 POINTS

Sizzling..You are without question, Top of the Spots!

60 - 73 POINTS

Hot. Seriously, sharp-eyed! Did you notice the Echidna in the background? *(Just kidding!)*

35 - 59 POINTS

Warm. Not bad. Next time, check those nooks and crannies ...

10 - 34 POINTS

Cool. Too tough a task, to sweat and toil over, eh?

Under 10 POINTS

Measly. It's surprising you found this puzzle page at all!

Badniks to be found:- 4 Asteron, 4 Aquis, 4 Ball Hog, 2 Batbrain, 1 Bloominator, 3 Bugernaut, 6 Buzz Bomber, 1 Buzzer, 2 Caterkiller, 1 Clucker, 1 Crawl, 2 Crawlton, 3 Coconuts, 1 Crabmeat, 1 Flasher, 1 Grabber, 1 Mantis, 4 Monkey Dude, 1 Moto Bug, 1 Nebula, 2 Newtron, 2 Octus, 2 Pointdexter, 1 Rexon, 2 Rhinobot, 2 Roller, 1 Shellcraker, 2 Slicer, 2 Spiker, 1 Turbo Spiker, 2 Whisp.

KEEP ON ROCKIN'!

SPECIAL PIN-UP

Out of this SEGAWORLD!

Get ready for the largest, interactive, indoor theme park on this planet! Based on Japan's *Joypolis*, which opened in 1994, *Segaworld* will be a unique, totally themed environment, guaranteed to send your thrill circuits in to overdrive!

ESCALATING EXPERIENCE

Stairway to hea

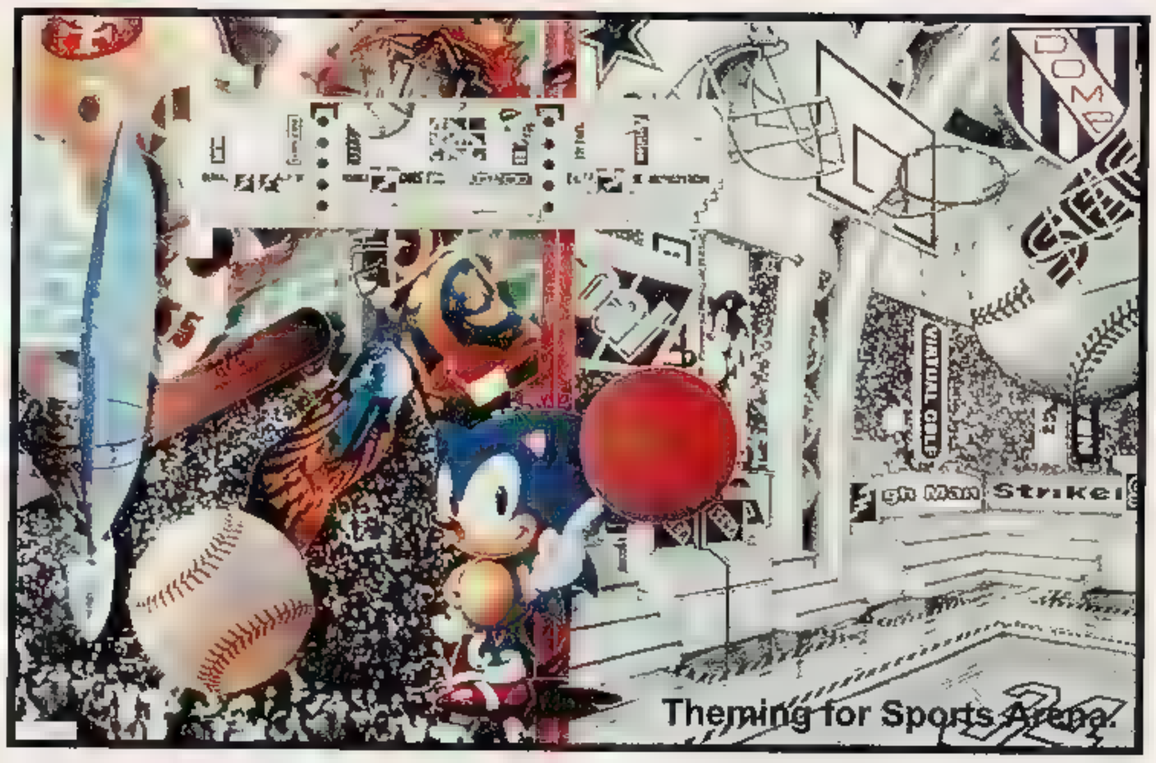
Arriving at the gateway of *Segaworld*, you will be confronted with the awesome Rocket Escalator; Europe's largest, above ground, see-through escalator, travelling up an incredible seven floors (waa-haayy!). On reaching the top floor, this is where the fun begins, as you work your way down each themed floor.

SONIC LEADS THE WAY

Keep your eyes peeled, as Sega's number one star, Sonic, pops up in various guises and zones throughout *Segaworld*; the hedgehog knows no bounds when it comes to action-seeking! What's more, you'll stare in wonderment at how the zones have been artfully created, to fit in with the Sega games featured within.

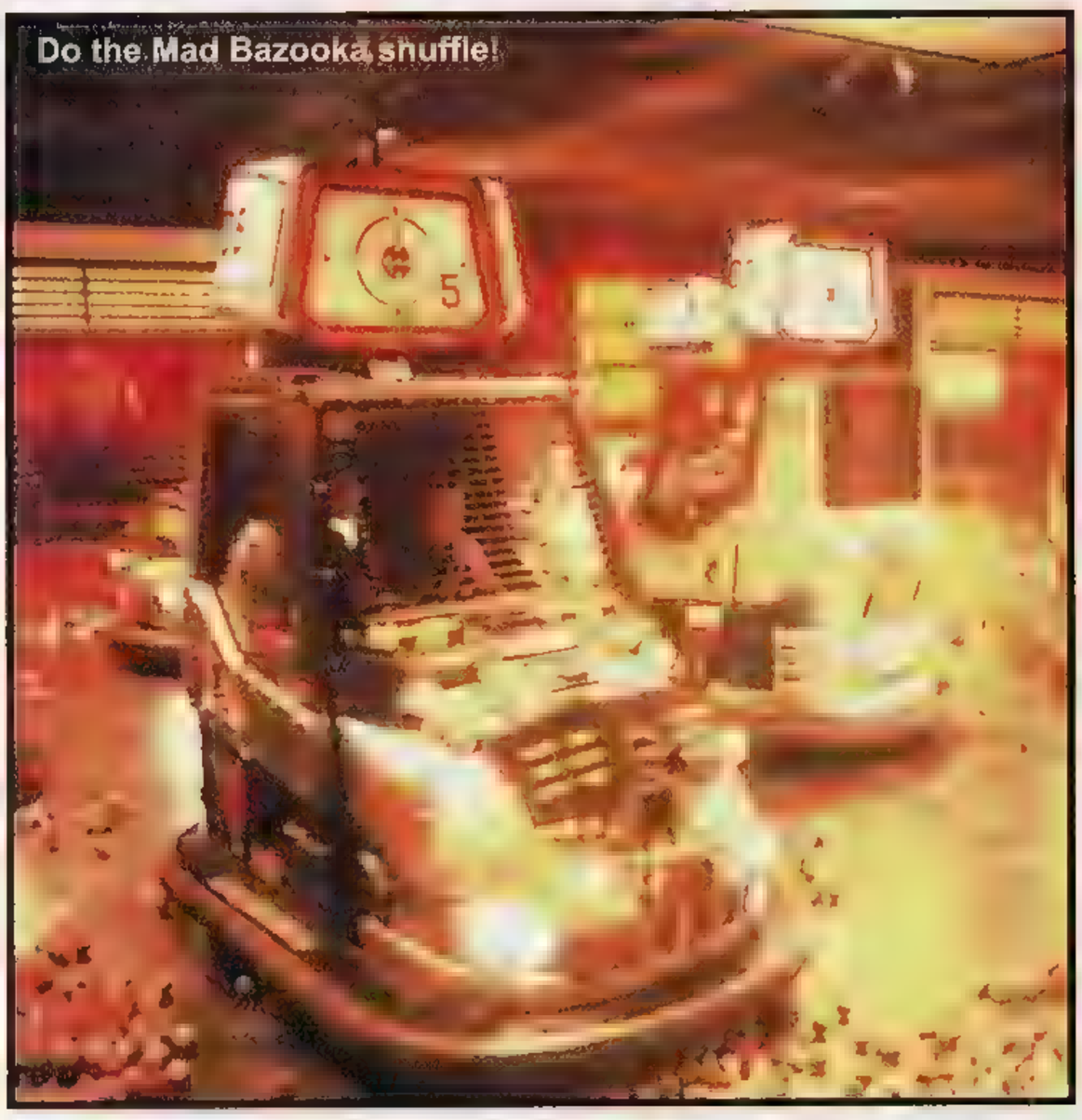
Race Track theming.

THEMED ZONES	
The Carnival	A fiesta of fun, with Sonic the Hedgehog ...
Sega Kids	Hedgehog-ing the limelight again!
Sports Arena	Plenty to keep you on the ball here.
Flight Deck	A high flying, gravity defying time!
Race Track	Vroom! Road hog rage, with Sega Rally!
Combat Zone	Virtually fighting fun.



Theming for Sports Arena.

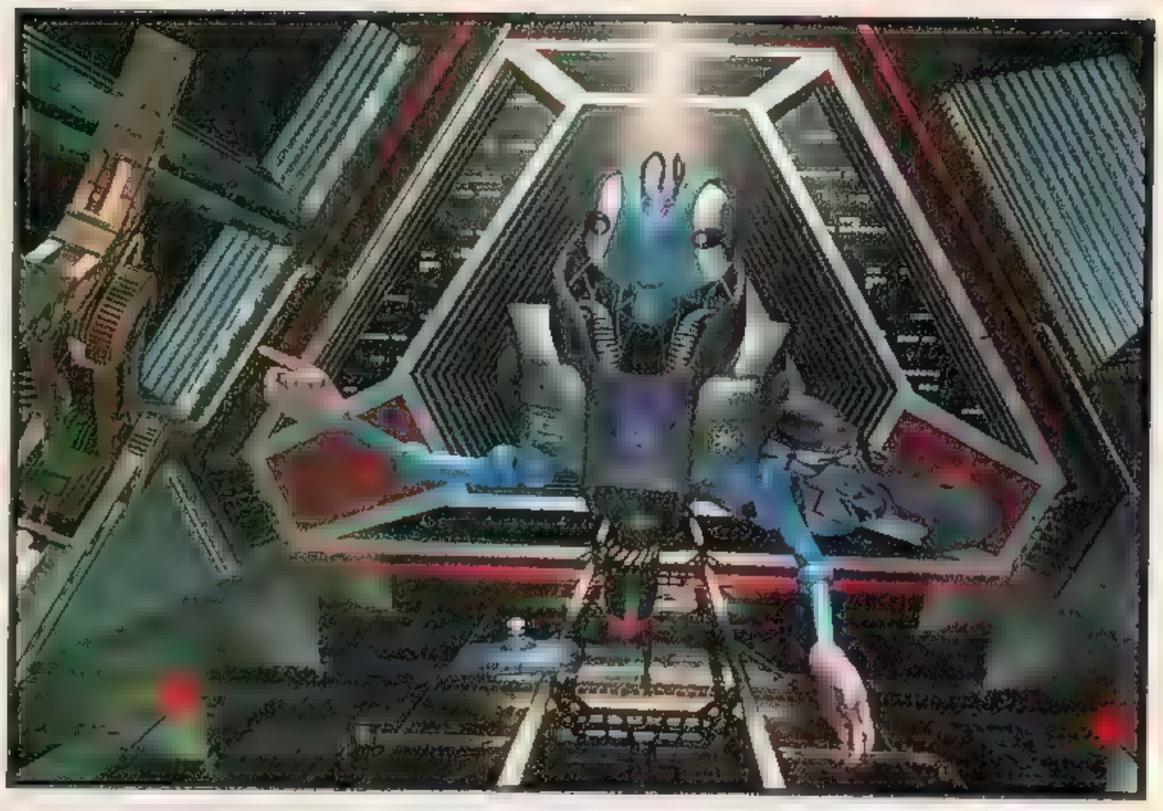
If you don't know what, where, and when Segaworld is, then you're so-ooo un-cool! It's the most exciting phenomenon since a certain super, blue, hedgehog hit the scene, and it launches into action this Summer at the Trocadero, in Piccadilly Circus, London. Sit tight, as we give you a taste of things to come ...

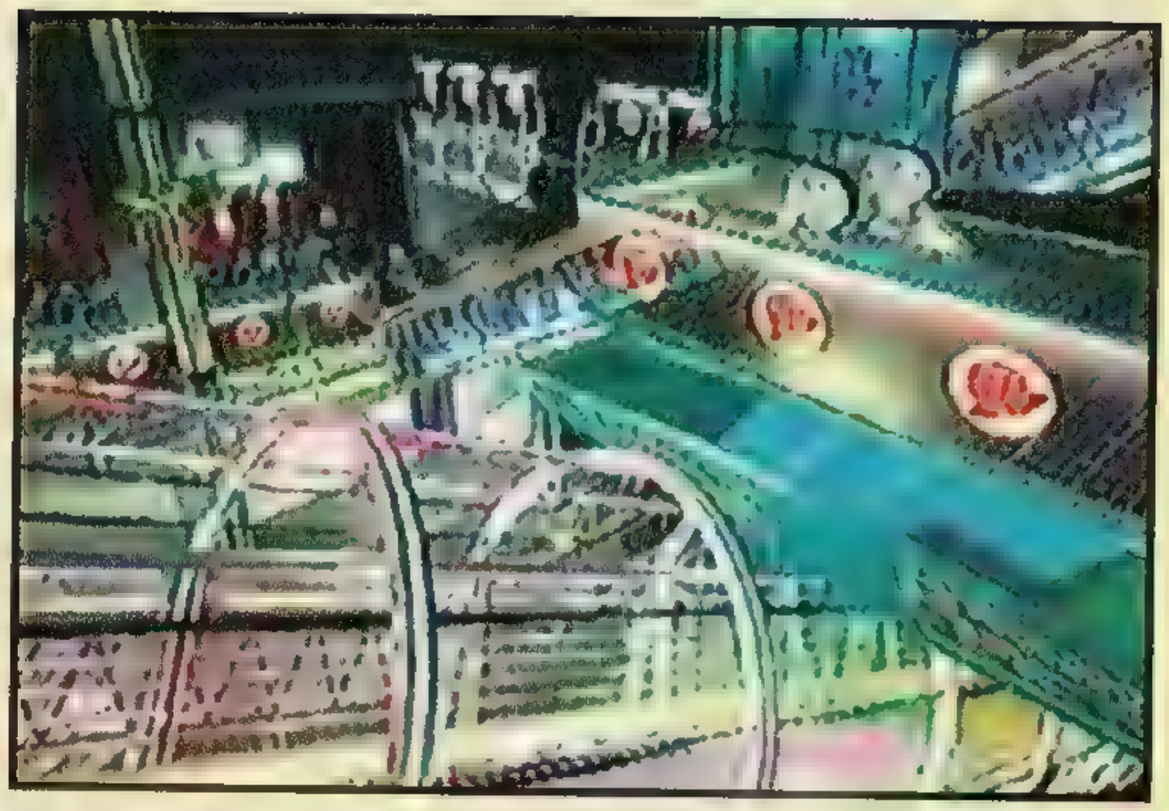


RIDING HI-TECH

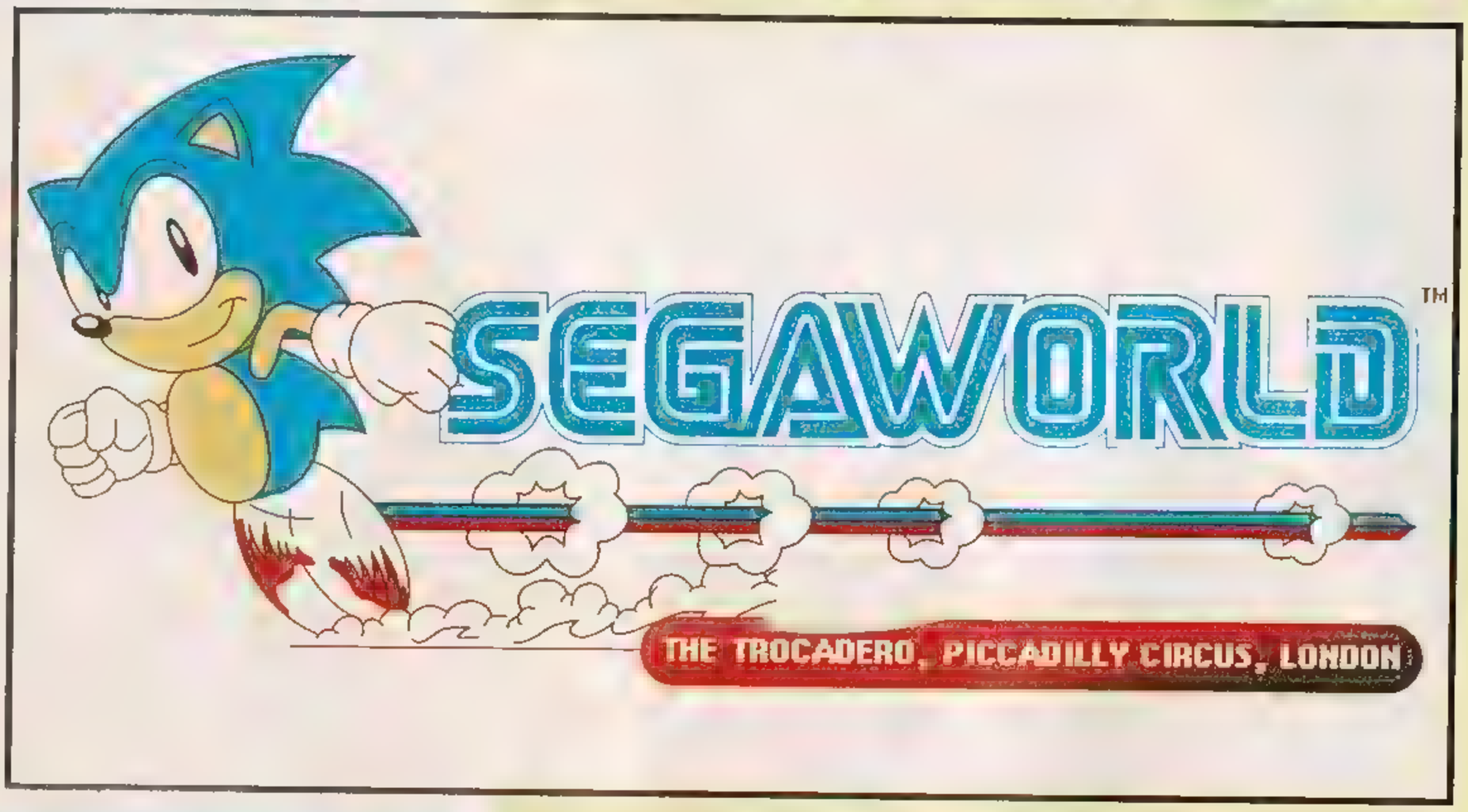
The *Segaworld* experience, will provide entertainment for all the family. Everyone, kids and parents alike, will be able to experience no less than six, hi-tech, interactive rides, exclusively designed and built for *Segaworld*. Some rides require special head-sets to be worn, complete with a Mega Visor Display (MVD). Looking through the MVD, visitors will see 3-D virtual reality images of the themed surroundings. So, if you happen to go on the Aqua Planet ride, you'll soon think, feel and behave, like you're swimming underwater! Incredible, or what?

HI-TECH INTERACTIVE RIDES	
Aqua Planet	Underwater adventure, not to be splashed at!
AS1-Simulator	Pit your wits and piloting skills.
Beast in Darkness	Put your nerves to the ultimate test.
Ghost Hunt	You'll be a ghoul to miss it!
Mad Bazooka	Dodgems with a difference
Space Mission	Lift off, for astronautal action!



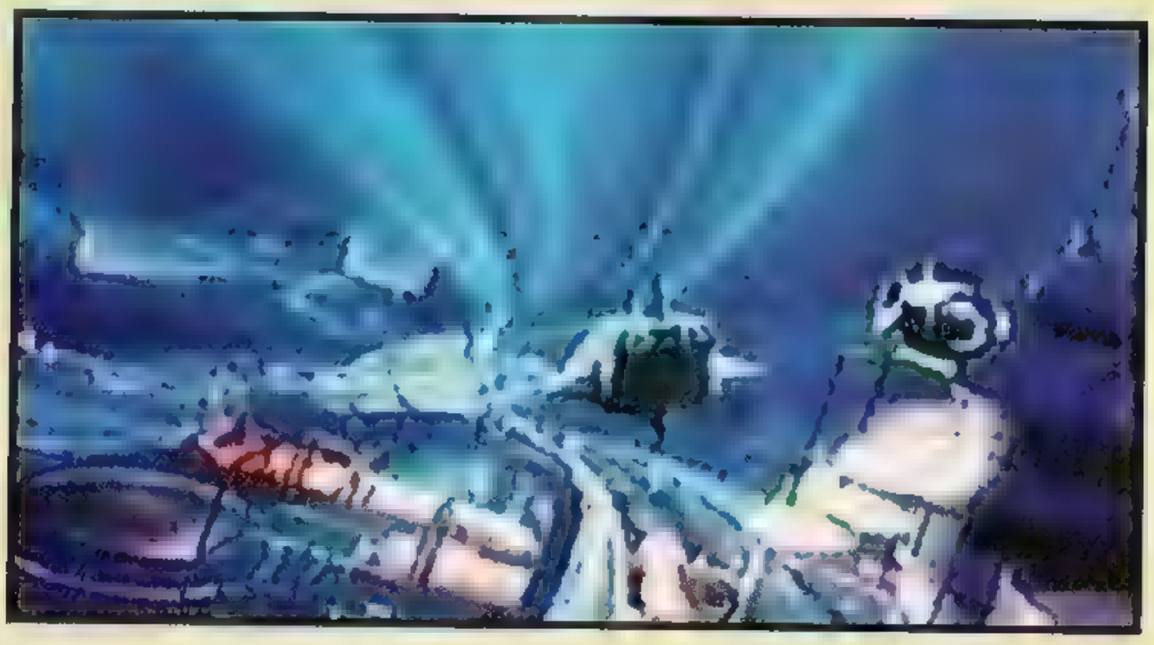


It's estimated that on average, it will take up to four hours to experience all the rides and zones at *Segaworld*. That's pretty heavy going on the old shoe leather! But don't worry, you won't be left rumbling with hunger either, as there will be eating facilities, amenities, and not forgetting the all important, *Segaworld* souvenir shop.



SEGAWORLD: FAR OUT FACTS & FIGURES!

CAPACITY: Holds 3,000 visitors at any one time
SITE AREA: Occupies 110,000 square feet
HI-TECH ATTRACTIONS: $1 billion research & development
ROCKET ESCALATOR: 193 steps
VISITORS EXPECTED IN FIRST YEAR: 1.75 million



Segaworld, is set to open this August, from 10am to 12 midnight, (364 days a year, except Christmas). Admission price, will be around £10-£15 per adult, with reduced pricing for children.

Make sure you make a date with *Segaworld*, for future family entertainment!

FOR GENERAL ENQUIRIES CONTACT:
0171 439 0591

PLEASE MAKE SURE YOU ASK PERMISSION FROM A PARENT OR THE PERSON WHO PAYS THE BILL BEFORE TELEPHONING.

Net surfing readers can find more information about *Segaworld* on the following Web site:
http://www.segaworld.com

Sonic Vs Shortfuse

BADNIK TURNEV GOOD, SHORTFUSE THE CYBERNIK IS VISITING HIS OUTLAW FRIEND, TEKNO THE CANARY, IN HER SECRET WORKSHOP.

THE RESULTS OF THE TESTS ARE GREAT, SHORTFUSE! YOU'RE AS STRONG AS EVER!

EXCELLENT! THAT'S BAD NEWS FOR ANY BADNIKS I MEET!

FANCY A BITE TO EAT WHILE YOU'RE HERE?

I'M A CYBERNIK, TEKNO.

I ABSORB ANY ENERGY I NEED BY SUNLIGHT INTO MY SOLAR RECEIVERS!

OH YEAH, SORRY, SHORTFUSE. I ...I FORGOT!

I WISH I COULD FORGET WHAT IT'S LIKE TO BE TRAPPED WITHIN THIS ARMOUR, BUT--

BEEP BEEP BEEP!

THE ALARM!

BADNIKS - ABOVE THE WORKSHOP!

THERE'S ONLY THREE. NO PROBLEM!

I'VE LOST COUNT OF THE NUMBER OF BADNIKS I'VE TURNED INTO SCRAP SINCE I BECAME THE CYBERNIK...

... BUT I'M ABOUT TO ADD ANOTHER THREE TO THE LIST!

THE CYBERNIK! WE'VE FOUND HIM! AAAGHH!

FFZAKK!

EXECUTING PLAN! RELEASING CONTROL DISC!

ZZHANG

AARRGH! CAN'T... THINK... CLEARLY...

SHORTFUSE IS IN TROUBLE! I'VE GOT TO HELP!

MEANWHILE, A FAMILIARLY EVIL VISION APPEARS...

CYBERNIK! YOU ARE NOW UNDER MY CONTROL! YOU WILL OBEY MY ORDERS ...AND MY FIRST COMMAND IS FOR YOU TO FIND AND DESTROY SONIC THE HEDGEHOG!

I OBEY!

SHORTFUSE! YOU DON'T KNOW WHAT YOU'RE DOING! COME BACK!

A FEW HOURS LATER, IN THE ROCKY DESERT ZONE...

ANOTHER SUCCESSFUL MISSION! IT'S ALMOST TOO EASY SOME DAYS!

LOOK! IT'S OUR OLD FRIEND, SHORTFUSE THE CYBERNIK!

OH YEAH, BUT WHY'S HE HANGING AROUND WITH THOSE TWO BADNIKS?

WITHOUT WARNING —

DESTROY!

VROOM

SONIC! HE'S ATTACKING US!

THANKS, TAILS! I HAD NOTICED!

AMY, YOU AND TAILS SORT OUT THE BADNIKS! I'LL DEAL WITH SHORTFUSE!

TAKE CARE, SONIC!

NO SWEAT! IT'S HIM WHO NEEDS TO BE CAREFUL!

UUHHG!

WHDAWNG!

THE ORDERS OF THE MIGHTY ROBOTNIK MUST BE CARRIED OUT: DESTROY SONIC!

DUFFF!

UHHN!

OKAY. YOU WIN ROUND ONE, SILVERTOP, BUT THE FIGHT'S FAR FROM OVER!

I DON'T KNOW HOW ROBOTNIK TOOK CONTROL OF YOU, SHORTFUSE, BUT YOU'RE **NOT** GETTING THE BETTER OF **THIS** HEDGEHOG!

DESTROY!

FZAPP!

Y'KNOW SOMETHING? YOUR TOPIC OF CONVERSATION HAS BECOME PRETTY LIMITED SINCE YOU TURNED INTO A BADDIE!

DESTROY-- AAGH! CANNOT SEE!

VICTORY FOR ROBOTNIK!

VISUAL CIRCUITS IMPAIRED! TARGET OBSCURED!

TOO BAD, PAL! MY TARGET'S CRYSTAL CLEAR!

THAT'LL BE THE DAY!

WHAMM!

FOLLOWING THE DAZED CHAOS...

SONIC! WAIT!

EH? WHO ARE YOU?

I'M A FRIEND OF SHORTFUSE'S! HE'S BEING CONTROLLED BY THIS MAGNETIC DISC! AH, GOT IT!

UHHN ... WHERE AM I?

I REMEMBER NOW! WELL, ROBOTNIK WON'T GET ANOTHER CHANCE TO USE THIS THING AGAIN!

SHKRUNCH

SORRY FOR CAUSING ANY TROUBLE, SONIC!

FORGET IT, BUDDY! EVERYONE HAS AN OFF DAY... EXCEPT FOR ME, OF COURSE!

LET'S HOPE THAT THE NEXT TIME WE MEET IT WILL BE AS ALLIES AGAINST ROBOTNIK!

COUNT ON IT, FRIEND!

BYEE!

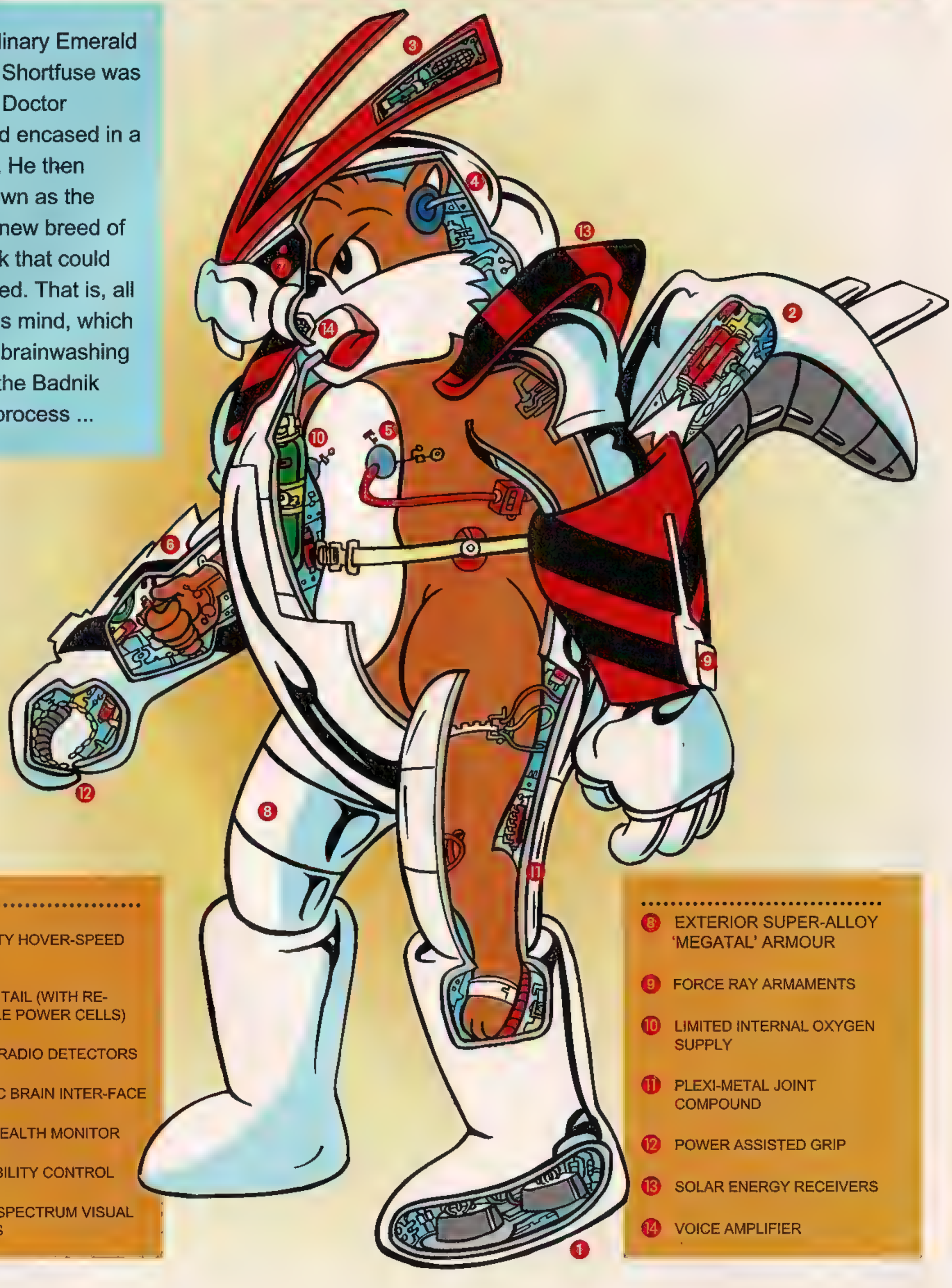
BUT IN CITADEL ROBOTNIK, SOMEONE HAS OTHER IDEAS...

NOW I KNOW HOW TO TAKE CONTROL OF THE CYBERNIK, I'LL MAKE SURE THAT MY NEXT ATTEMPT IS PERMANENT!

THE END - BUT KEEP READING SONIC THE COMIC FOR FUTURE DEVELOPMENTS!

CYBERNIK: THE INSIDE STORY!

Once an ordinary Emerald Hill squirrel, Shortfuse was captured by Doctor Robotnik and encased in a metallic suit. He then became known as the Cybernik; a new breed of super Badnik that could never be freed. That is, all except for his mind, which resisted the brainwashing attempts of the Badnik conversion process ...



KEY

6. ANTI-GRAVITY HOVER-SPEED BOOT JETS
2. ARMOURED TAIL (WITH RE-CHARGEABLE POWER CELLS)
3. AUDIO AND RADIO DETECTORS
4. CYBERNETIC BRAIN INTER-FACE
5. DIGITISED HEALTH MONITOR
6. DIRECT MOBILITY CONTROL
7. EXTENDED SPECTRUM VISUAL ENHANCERS
8. EXTERIOR SUPER-ALLOY 'MEGATAL' ARMOUR
9. FORCE RAY ARMAMENTS
10. LIMITED INTERNAL OXYGEN SUPPLY
11. PLEXI-METAL JOINT COMPOUND
12. POWER ASSISTED GRIP
13. SOLAR ENERGY RECEIVERS
14. VOICE AMPLIFIER

HOW TO DRAW SONIC...

TOP SECRET

1 Start by drawing two circles; a large one for Sonic's head, followed by a smaller one for his body. Sonic's sneakers should be a semi-circle with a slightly pointed end at the front. The base of the foot should have a curved edge.

2 Using dotted lines, divide the large circle into three sections; these will be the forehead, eyes and mouth areas. Taking the three lines from the back of the head, draw Sonic's spikes. A fourth spike, comes out from his back.

3 Inserting a dotted centre line from the top of the head to the base of the body helps you position the eyes, ears, and tummy correctly. The arms and legs are drawn as bendy tubes, with the hands as circles.

4 When you have the basic outline, shapes, and positioning, practice adding the ears, eyes, nose, mouth, fingers, tummy, and other twiddly bits!

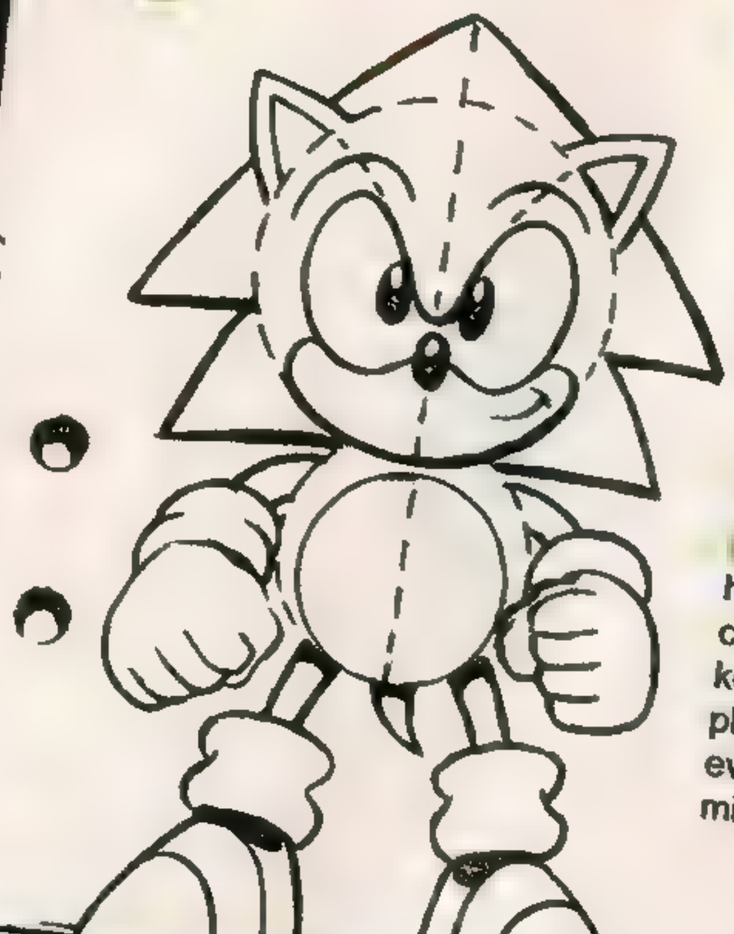
M.I.5 (MOBIUS INTELLIGENCE 5)

CLASSIFIED INFORMATION: STEP-BY-STEP INSTRUCTIONS & DIAGRAMS OF HOW TO DRAW SONIC THE HEDGEHOG!

REQUIREMENTS: PAPER, PENCIL, ERASER, A STEADY HAND & PRACTICE!

ARTISTIC AGENT: RICHARD ELSON

As you can see, Sonic is made of the same two basic circular shapes, no matter which angle he is seen from.

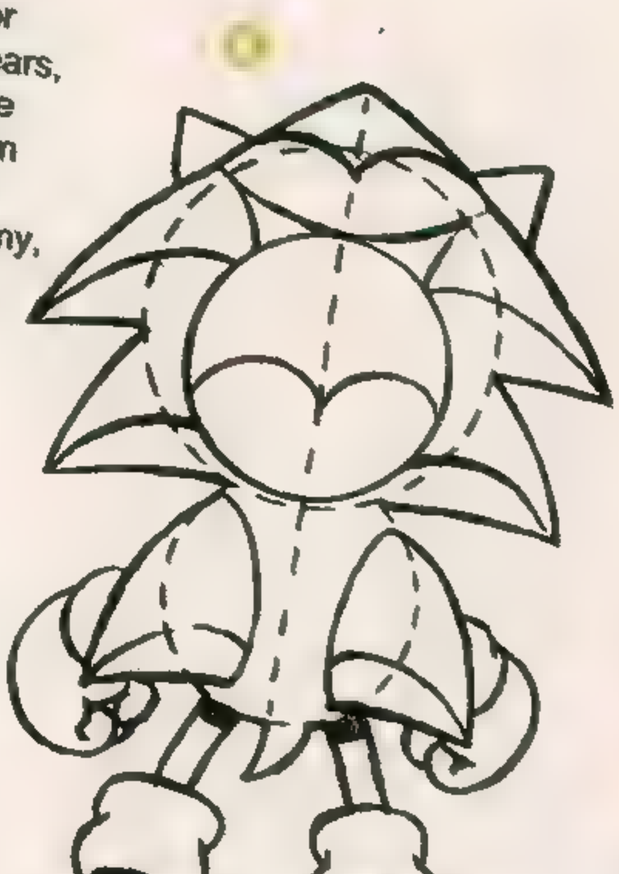


FRONT

1 A handy tip for drawing Sonic's ears, is to imagine a line that continues from the inside of the eyes. Sonic's tummy, is a simple circle within the body.

BACK

2 Again, notice how the dotted centre line helps keep all the details in place by splitting everything down the middle.



3 Finishing touches like the white stripe on Sonic's sneakers, are placed exactly at the centre of the foot. Add a thin inner line, to the base of the shoe, for the sole. Cuffs are then added to Sonic's wrists and ankles.

ACTION SHOTS

Give the feeling of movement, by adding speed lines!

How to draw Sonic moving really fast, when you're feeling really lazy!

FORE SHORTENING
The nearer an object is to you, the larger it appears to be.

Use fore shortening on Sonic's hands and feet, as they thrust toward the viewer. This will give your drawings depth and action ...

Notice how much bigger the hands are compared to the distant feet in this drawing.

TOP SECRET

Whirlwind legs, add to Sonic's dynamic movement!

As does the dust cloud effect.

FOR YOUR EYES ONLY!

SATURN STEAMS UP WITH SONIC X-TREME!

Yes, it's official! Sega's cool, blue, hero, leap-hogs on to the Saturn later this year, with an all-action, 3D game, that will surely make you go ga-ga!

Unlike the traditional two dimensional platform games, **Sonic X-Treme** will be using Saturn technology to the full, enabling Sonic to move 360 degrees, in all directions, as well as in and out of the screen, to produce spectacular graphics and gameplay.

Sonic X-Treme, will see the return of arch villain Doctor Robotnik, who once again, is on egg-tremely bad form; this time, he attempts to get his itchy fingers on the six, magical, "Rings of Order".

Master Ring Smith and Professor Booboski are just two of the new characters, who try to keep old egg-breath at bay but unfortunately, they get kidnapped in the process. The quest for his Sega spikiness is to rescue his friends, defeat Robotnik, and restore peace - but hey, that shouldn't be a problem!

Sonic even polishes up on some fancy footwork for this forthcoming Saturn adventure. In addition to his favourite 'Spin Dash', new moves include the 'Spin Slash' and the 'Sonic Streak'!

Sonic X-Treme will be bulging with new power-ups, bonus rounds, secret areas, and more surprises! All of which you'll have to discover for yourselves when, fingers crossed, the game is released towards the end of this year.

Keep your nose to the ground for future news, and eye-popping graphics on **Sonic X-Treme**, in *Sonic the Comic*, the UK's official Sega comic!

GO STARRY EYED ...
WIN A SEGA SATURN!

Satisfy your thirst for ultimate gameplay, with a **Sega Saturn**! The 32-bit, high-powered, sleek looking, gaming machine, is guaranteed to send your cred rating sky high! Flash it off to your friends ... and give your foes the flak!

All you have to do, is answer the following question:-

Saturn is a planet, in our Solar System. How many planets in the Solar System are there altogether? Is it

A. 15
B. 12
C. 9

Write the correct answer on a postcard, or sealed down empty envelope, along with your name and address, and post it to:-

Sega Saturn Comp
Sonic Holiday Special 1996
25-31 Tavistock Place
London WCIH 9SU

All entries to arrive no later than **Friday 11th October, 1996.**

The first correct entry chosen at random, after the closing date, will win a **Sega Saturn** system! The winner will be notified by post. The Editor's decision is final and no correspondence will be entered into.

How do you get X-ray vision

ONLY

HAVE THE ANSWER

See the special instant win packs for details.

Movie Madness

Script: LEW STRINGER
A/I: MIKE MADLEY
Lettering: ELLIE DE'VILLE

SONIC AND HIS COMPANIONS ARE ALWAYS A WELCOME SIGHT ON PLANET MOBIUS.

BOK!

YAYY! OLD ROBOTNIK WILL NEVER WIN WHILE YOU'RE AROUND, SONIC!

WE THINK YOU'RE BRILLIANT!

HEY, I TEND TO AGREE WITH YOU THERE!

SONIC, THERE'S A PHOTOGRAPH OF YOU IN THIS MONTH'S *MOBIUS MOVIESTAR'S MAGAZINE*. WILL YOU AUTOGRAPH IT FOR ME?

SURE! BUT I'M NO *MOVIE STAR*! WHAT GIVES?

SEE? IT SAYS HERE THAT THE FILM DIRECTOR, *STEPHEN SQUEALBIRD*, IS HOLDING AUDITIONS FOR SOMEONE TO PLAY *YOU* IN A *MOVIE*.

YOU KEPT *THAT* QUIET, SONIC!

MOVIES

IT'S NEWS TO ME, AMY!

THERE'S ONLY *ONE* DUDE COOL ENOUGH TO PLAY THE PART OF A HEROIC HEDGEHOG IN A MOVIE, AND THAT'S *YOURS TRULY!* C'MON GANG, WE'RE GONNA BE IN PICTURES!

WHO IS THIS STEPHEN SQUEALBIRD? I'VE NEVER HEARD OF HIM!

WHO CARES? ANYONE WHO WANTS TO MAKE A MOVIE ABOUT ME MUST BE AN OKAY GUY!

SOON...

QUEALBIRD STUDIOS

THIS IS THE PLACE THE MOVIE MAG MENTIONED.

CAREFUL, SONIC! IT COULD BE A TRAP!

CHILL OUT, TAILS! YOU'RE JUST CAMERA SHY!

LOOK! THAT MUST BE MISTER SQUEAL-BIRD!

SONIC THE HEDGEHOG! I AM HONOURED TO MEET YOU.

I CAN RESPECT THAT! WE'RE HERE ABOUT THE AUDITION.

THERE'S NO NEED FOR YOU TO AUDITION, SONIC! YOU'RE PERFECT FOR THE PART. COME ALONG, WE START SQUIRTING -ER, I MEAN SHOOTING - RIGHT AWAY!

BE SURE TO CATCH MY BEST SIDE, PAL!

OH, I WILL! HEH, HEH, HEH!

SOMEHOW, I DON'T TRUST THAT GUY...

A FEW SNOOPING SECONDS LATER...

SOMETHING'S WRONG HERE...

I WAS RIGHT! THE FILM CREW ARE ROBOTNIK'S TROOPERS!

THAT MEANS SQUEALBIRD MUST BE--

YIKES!

NOT SO FAST, OUTLAW!

LEGGO!

YOU'RE TOO LATE, FOX! IN A FEW MOMENTS, SONIC AND THE REST OF THE GANG WILL BE DOOMED!

I'M READY FOR MY CLOSE UP, MISTER SQUEALBIRD!

PLEASE, CALL ME STEPHEN...

... OR BETTER STILL, CALL ME DOCTOR ROBOTNIK! HAHA-HA!

SPLURRGE!!

SONIC! THAT CAMERA IS SOME KIND OF WEAPON!

YUK! WHAT IS THIS STUFF?

YEAH! I NOTICED!

HAHAHA! I CALL IT MEGA-GLUE, FOOLS! IT HARDENS IN SECONDS AND ONLY I HAVE THE ANTIDOTE!

WHEN I PUT THE PHONEY NEWS ITEM IN THAT MOVIE MAGAZINE I KNEW YOUR VANITY WOULD BRING YOU HERE!

DON'T CONGRATULATE YOURSELF YET, YOU BUTTER BELLIED BUFFOON!

LET'S SEE HOW FAR THIS STUFF STRETCHES BEFORE IT HARDENS!

WH-WHAT ARE YOU DOING?

FLOOP!

NO, STOP! YOU'LL TRAP ME IN THE MEGA-GLUE TOO!

THAT'S THE IDEA, CONE-DOME!

FZMMM!

AS THEY SAY IN THE FILM BUSINESS — IT'S A WRAP!

TROOPER! SPRAY ME WITH THE ANTIDOTE, QUICKLY!

AAH ... IT'S DISSOLVING: I'M FREE!

AND SO ARE WE!

LIGHTS ...

... CAMERA ...

... ACTION!

OOF!

WHAT'S GOING ON OUT THERE?

NOW'S MY CHANCE!

GRAB THE LITTLE FOX BEFORE HE—AAKK!

TOO LATE, TIN-HEAD! I JUST DID!

FWWZAM!

BAH! YOU MAY HAVE WON THIS SKIRMISH, HEDGEHOG... BUT JUST YOU WAIT TILL NEXT TIME!

DREAM ON, SPUD-NOSE!

WHAT HAPPENED, SONIC?

ROBOTNIK CAME UNSTUCK, AS USUAL.

RICHARD ELSON

:SIGH: YOU COULD HAVE BECOME ONE SUCCESSFUL SCREEN IDOL, SONIC!

NATURALLY, AMY! ANY MOVIE WITH *ME* AS A STAR WOULD BE A *SMASH* HIT!

MOVIE MAD NEWS

TAKE 2

THE END.

SPECIAL PIN-UP

(DON'T) MISS-HIT!

OPERATION Jelly STORM

Jelly Invaders are made of special highly trained yogurt. Away from the jelly, Jelly Invaders are completely useless. But if you drop them in the delicious jelly and mix them up... the invasion of the Jelly Invaders begins. Cor! What a delicious mess...

Flying Jelly Invaders are 'para-yogurts' that land on top of the jelly to splat it. Sometimes they miss and splat themselves instead.

KEEP OFF THE JELLY

Not even this will stop the invasion of the Jelly Invaders. (They can't read – their school was made of jelly; so they ate it.)

To try and make the Jelly Invaders fall off, the jelly wobbles at 179 wpm (wobbles per minute). But it never works – the jelly doesn't know about their Anti-Wobble devices.

JELLY INVADERS NEED YOU ooo

With your help, the delicious Müller yogurt in one corner can invade the wobbly strawberry or orange jelly in the other.

Jelly Invaders can move very fast to ambush the jelly. Their top speed is 47 mph. (Almost as fast as a car going at 48 mph.)

Jelly Invaders are able to build ladders out of yogurt. It helps them get onto the jelly. But it isn't as easy as it looks. It's a bit squidgy.

Jelly Invaders use spoons to dispose of the jellygnite. They have to eat it before it goes off. (There's a date on the pack that tells them when that is.)

Jelly Invaders are equipped with special Anti-Wobble devices to help them go deep 'underjelly.' 'Who dares wobbles.'

These Jelly Invaders are wearing camouflage to sneak up on the jelly. Their camouflage is so good that you don't know where they are. And neither do they.

This Jelly Invader is in charge. As the most important one you should always call it 'Sir.' It's the polite thing to do.

müller®